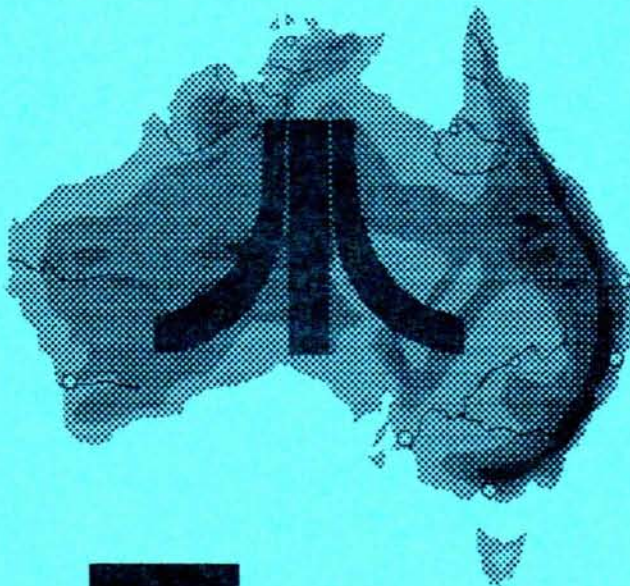


FEEDBACK

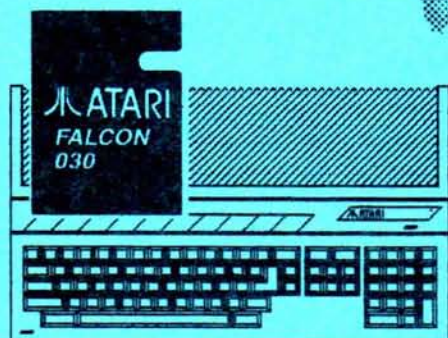
ADELAIDE ATARI COMPUTER CLUB



**More
Changes At
Atari
Australia.**

Neil Patterson

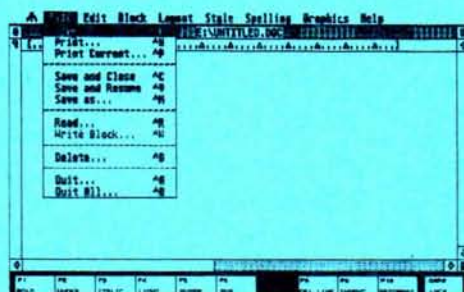
p5



**Look Who Paid
Us A Visit**

Neil Patterson

p5



**ASCII And Ye
Shall Receive**

Dave Colvill

p20

Plus All The Regular News, Views and Abuse



This newsletter is produced and published by
THE ADELAIDE ATARI COMPUTER CLUB
P.O. Box 333
KENT TOWN 5071
SOUTH AUSTRALIA, AUSTRALIA

About the Club...

The ADELAIDE ATARI COMPUTER CLUB (A.A.C.C.) is an independent non-profit users' group which was formed in 1982.

We are an officially registered user group with Atari Corporation and a member of the World Wide Users' Network. (W.U.N.).

Membership

Family membership is \$30 per year (pro-rata) for city/suburban members and \$25 for members living outside the metropolitan area and interstate. Subscriptions are due in September each

year when the Annual General Meeting is held.

Meetings

Meetings are held at 7.45pm on the first Monday of each month at Unley Senior Citizens Centre, 18 Arthur Street, UNLEY and on the third Monday of each month at Modbury West Primary School, cnr. Wright and Kelly Roads (main building), MODBURY.

Please refer to the meeting schedule at the back of this publication for exact dates.

The Committee

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Disclaimer

Please note that the opinions expressed in the submissions to this newsletter are those of the writers and not necessarily those of this club or its Editor. The club does not accept responsibility for accuracy or any loss or damage resulting from articles appearing in this publication. Contributors should ensure that they do not infringe copyright provisions when submitting articles.

Magazine Articles.

Many articles submitted to the magazine are reprinted unchanged. Although this limits uniformity of layout, it does encourage members to experiment with design and utilize their own software. We hope this makes it more interesting for everybody! Submissions are always encouraged and welcomed, no matter what the skill level or age of the member.

ILLEGAL COPYING WILL NOT BE TOLERATED AT CLUB MEETINGS

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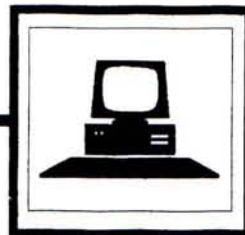
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It's Bouquet Time!

OK, I know I'm quick to dish out the brickbats when I'm given sloppy treatment by a vendor, but in this issue I'd like to award a couple of bouquets for what I believe to be exceptional service, just to prove that I do have a heart after all.

The first goes (belatedly) to Multilearn Australia who rescued me from a situation of high farce just prior to Christmas.

To cut a long (very long) story short, Atari Australia, in keeping with their proud tradition, just couldn't manage to get all the right bits for my new Mega STE into one box and deliver it at the right time in any sort of working order.

Thanks to persistence, sweat, remonstrance and plagiarism on Chris's part I got a working system together two days before I departed for New Zealand thus sparing me possible litigation - I kid you not.

Atari came out of it smelling of something other than roses. (I couldn't resist slipping in that brickbat).

The other bouquet goes to DMC Publishing of Toronto (formerly ISD

Marketing), publishers of Calamus and other brain teasers.

Twice in the last two months they've displayed lightning fast response speed, well, by the standards I've become accustomed to anyway.

The first involved a product enquiry, the return fax being received within a couple of days of the enquiry being sent. (Thanks to Steve Eads who helped out there as well).

On the second occasion, the Calamus SL update/upgrade was in my hands within two weeks from date of order. More than that, they cheerfully combined my order with four other (local) ones to amortise the cost. Other companies would quite simply have said "No" to our request for this arrangement.

Anybody who's had anything to do with selling will tell you that "Customer Needs Satisfaction" is the holy writ of their trade, the pursuit of which becomes their ethos.

Can you identify any companies or individuals who you feel might benefit from a training course based on that premise?

I'll bet you can. Trouble is, we haven't got enough column space here to list them..... ■

The President's Byte

Neil Patterson

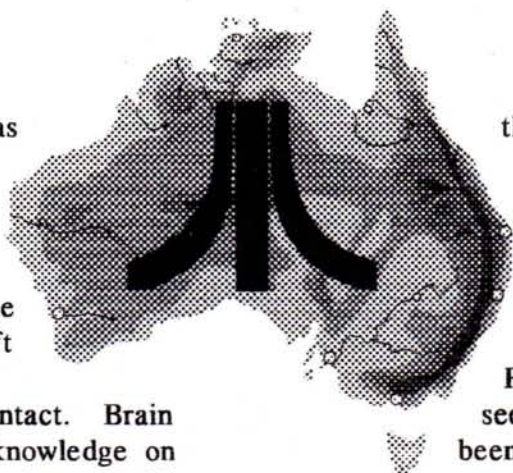


More changes at Atari Australia

A significant change has taken place at Australian headquarters. We welcome Brian Rennie who takes over some of the tasks which had been left to Alistair Campion and becomes our point of contact. Brian doesn't have the detail knowledge on the technical side but intends to provide a referral service to the appropriate person either inside our outside ATARI. In the final analysis he hopes to provide answers to problems that local dealers and user groups have been unable to sort out from their own resources. Alistair is now contracted to provide technical support and will work closely with Sunnyvale in trying to get ATARI back on the tracks. Please contact Brian only after club and dealer resources have been exhausted as he really has his hands full.

FIRST FRUITS

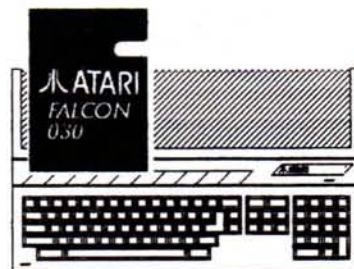
Two things have happened already. The missing developer's kit has now been received and the club has been able to preview the Falcon at the February meeting. Bob is explaining arrangements for access to the developer's kit and the non-disclosure agreement involved elsewhere in this Feedback. The Falcon preview has been a welcome beginning to what will be both a busy and exciting year for the club. We originally hoped to have



this preview in January but when it finally became available we had less than a days notice and we were most grateful to Atari and Developer Brian Petersson for a chance to see what all the fuss has been about.

FALCON FUTURES

Our look at the Falcon coincided with the start of a local campaign to sell digital cassette recorders at \$1800 apiece and we can only hope that buyers will be able to see past the case to realise just how different from the original ST this machine is. The graphics demonstrations make it quite clear that the performance is something new and undoubtedly as the release approaches we will see the power of Digital Signal Processing demonstrated in many ways. The different graphics modes were shown on both Multisync



The new Falcon 030: Made an unexpected guest appearance at the 1st March Unley meeting.

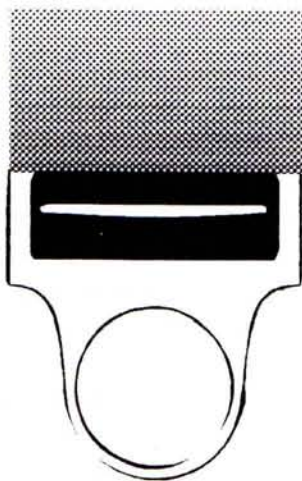
and Atari Colour monitors and need no apology in the presence of any existing computers. Brain Petersson has been involved in combining computer and television pictures for many years and is convinced that this is a better tool for the job than other current computers (including the newly released Amiga A1200). Members at the March meeting were also able to see the basic machine layout and the way in which memory and hard disk upgrades will be handled.

CLUB INVOLVEMENT

Once the official release of the FALCON has taken place we plan to run an open day at the UNLEY CITIZENS CENTRE. We hope to be able to show locals and the

public in general just what we can do with ATARI computers and have promises of support from Multi learn in Publicising the event. We will not have a firm date until the Falcons are actually in the shops but will then ask every club member to make a special effort to assist. At present we are considering Saturdays and Sundays either late in May or in June and any comments from members should reach committee members before the March 23 meeting. This new machine is just as exciting as other ATARI machines proved in the past. Let's show the world a better way to do things.

EL PRESIDENTE ■



NEEDED!

12 volt power supply regulator for
Migraph/Golden Image hand scanner.
John Gentleman says the brand I'm looking
for is "MICRON".



AnnMarie Scott 271 9046

Software Sale

Timeworks Desktop Publishing	Cost \$145	Sell \$50
LDW Power Spreadsheet	Cost \$250	Sell \$90
(Reads Lotus 123 files and 3D graphs)		
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All items are as brand new and warranted no viruses.

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changing occupations.

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WHAT'S NEWS?



Our editor found it difficult "raking up" enough items for the last mag. But John finally got it all together in his usual professional looking high standard. Items as mentioned below certainly were a great help.

Jack Harris again came to the rescue with his submission, his articles are always interesting and well written.

MIDI STUFF

As you have seen in the last issue we have finally received an article on MIDI, thanks to one of our member musicians, Rodney Webb. This is his first article for our Mag. At last someone has heeded our pleas for something on this subject.

Thanks Rodney, an excellent article which should unravel some of the "mysteries" of MIDI to the many people who wonder what it is all about.

We need more members like Rodney to make an effort to contribute something, even if it is only a small item, for our magazine.

We are always learning something on our computers, pass on your discovery" to help somebody else.

A very interesting letter from a reader was produced in the November issue of ST Format page 37, by someone evidently well qualified on the subject of computers.

It was in reference to an add by the sister magazine PC Format. He complained about a very misleading add which indicated "how much superior"

the IBM and clones are to the new Falcon. He went on to show why the Falcon is way ahead, and the ST Format Editor agreed. For copyright reasons of course we can't reproduce it, but get this magazine issue and read it if you are interested. I have one which you can see at a club meeting.

FALCON— AMIGA

Although as usual Amiga have got their new release machine out ahead of Atari, they may regret rushing it on to the market when people see what the Falcon has to offer

An article in the ST FORMAT gives some comparisons between the Falcon and the new Amiga 1200, just released.

The Amiga does not compare, having an odd Motorola 68020 chip (Falcon 68030) no DSP chip, no DMA port, an 800K disk drive (Falcon 1.44) no voice mail, and it runs slower. The price with 2MEG of ram and a hard disk is \$1495, which seems about the price the middle of the range Falcon will be. They also use the old Amiga case just as Atari use the ST case.

The Amiga 600 which has only just been released is evidently being dropped as it has not been accepted in Europe

ANOTHER DEALER

Tandy Electronics Australia are now selling the Atari. They have many shops throughout the country, we trust they will stay with the

product.

I heard they have only taken on the agency on a trial basis. We hope this will prove successful as Atari need to increase their circulation outlets.

The Falcon is due at the Australian dealers this month, many people are waiting anxiously for the big day. Will Atari excel themselves and deliver on time?. If they do it will be a new experience for us.

By the time you get this newsletter, some of you will have already seen one demonstrated at our last Unley meeting by Brian Petersson.

Unfortunately it only became available on the monday, so no prior notice was able to be issued

Perhaps someone may already OWN ONE?

They have been released in the UK, but I haven't seen anything in print to indicate if they are available in the USA yet.

BULLETIN BOARD

Our bulletin board number has been changed and is now, 276-4415.

Michael Smiths new home number is 276-4451.

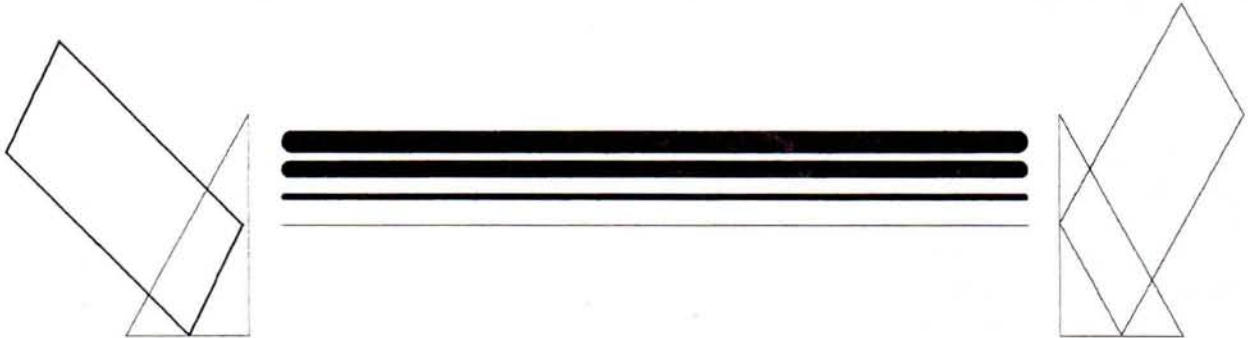
MEMBERSHIP

Membership is growing steadily, it is always slow at this time of the year. At the time this was produced the number was 127

That seems about all at present, so till next time ———.

Bob McEwin

Can You Believe It ?



Yes it has finally happened. I had to find a chair, sit down and pour a brandy to control the shock.

Then I thought about contacting the bank to see if a special security box could be allocated for the product .

By now you have probably worked out what I am on about.

The **BOX** has arrived, I mean full of the **developers kit** ordered on the **3rd of June 1992**.

With a covering letter full of apologies etc etc ----- you have **GOT TO BE JOKING !**

No covering letter of course. But they were generous enough to throw in a bonus by putting a virus on five of the seven disks supplied. Lucky it is my policy to check all the disks I fire up for the first time. Also the gold binding and special wrapping were missing !

There appears to be over eight hundred double sided pages. The y are loose, but are drilled ready for a folder.

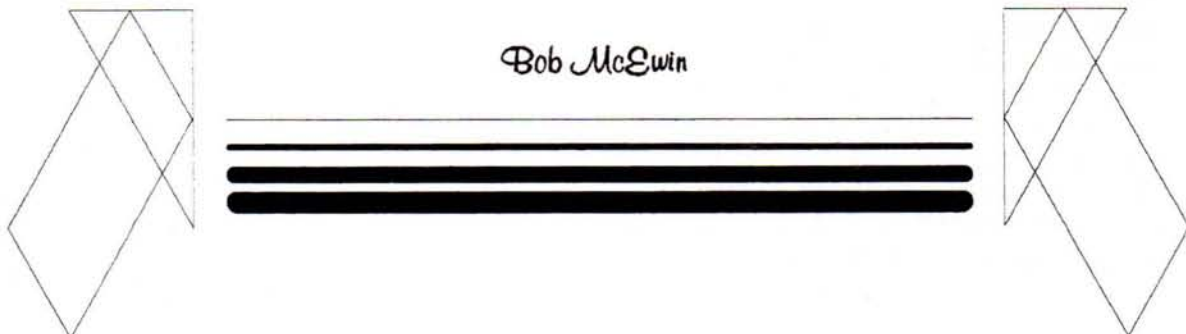
The next step is to get copies run off for members who order one. We are getting some prices on this.

We need to know who wants one before we have them copied as of course this will affect our costs.

So please let me know before the end of this month if you require one.

They are for financial members only, a deposit is required and a non disclosure form has to be signed.

News of this nature **HAS** to be framed !



Bob McEwin

Odds n' Ends

Neil Patterson



Atari Classics still haven't reached this part of the world but that is a consistent characteristic of all things ATARI. That gives me time to explain to our Editor that Atari Classics refer to the computers made by Atari which use the 6502 CPU chip. Thus reference to Atari marketing and Atari customer service are very different topics, just as the associated quality is very different when talking about these very different topics. The original Atari Classics were "burnt-in" for a 100 hours before being sent to the retailer and are undoubtedly one of the reasons why service support for Atari computers is a problem. Service organizations can't earn a living repairing computers that don't fail. High failure rates tend to support significant repair shops. Although later classics weren't built to the same standards they had very low numbers of parts by comparison so that from the 400 & 800 through the XL and XE range to the 65XE games machine failures were the exception rather than the rule. My Apple II friends had to explain to me that the average life for an APPLE II power supply was 18 months before I realised how well off Atari enthusiasts are.

South Australian interest in the Classics has reached an all time low and it is well worth reminding members of the differences and strengths they bring to computing. The 68000 computers are powerful, expensive and complex. They provide the ideal answer for someone who has a job to do for which the computer is the right tool. The complexity leading to that ease of use has a cost. When you come to learn a new skill experience tells us that for example you don't try to learn driving in a racing car but you start with a simple car which is inexpensive, easy to operate and difficult to damage.

The newcomer to computers who wants to learn about computers, how they

work, how they are programmed and what their limitations are is generally in considerable trouble when dealing with 68000 computers. Although STOS is an answer for those who have bought an ST and then want to learn about computers rather than use them a far better answer is to go back to the Classics and study them. Extensive documentation is widely available covering hardware and software in great detail and bugs are few and far between. Cheapness only relates to the value placed by present owners because printers and screens and disk drives have much the same cost regardless of the computer type. If you want to start at the ground floor and really learn what computers are and can do then the classics provide the best training available and this is the reason why they enjoy such strong support in the United States and in Germany.

San Leandro Computer Club is an exact example with members generally using both classics and ST computers for the things they do best. Recent Newsletters include details of hardware to connect IDE Hard Disk Drives to the classics and to extend screen displays. If you follow these articles and work with them you will learn a great deal about screen handling and hard drives.

Until the Atari Classics magazine reaches Australia the best source of current information on the Classics remains NEW ATARI USER recently celebrating it's 10th birthday with programmes, games and reviews, a major PD database, an article on the Classics in France and various utilities and tutorials. If you want a powerful computer for music and Publishing you are probably waiting for the Falcon, but if you want to learn about computers from the ground up then you should seriously consider the Classics.

SUPER NEWS SUPER NEWS SUPER

A WORLD FIRST RELEASE

YES, Super Products has negotiated the Australian rights to "The Ultimate Ripper", and can now offer you a combination Supermon/Ripper cartridge, combining TWO powerful utility programs into the one.

HARDDISKS	Mouses	EMULATORS	Memory upgrades	HARDDISKS	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> ALL FALCON compatible products </div>	A	M	M
SIMMS			Floppies			N	U	O
						D	C	R
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								!

YES ! As soon as the new FALCON comes out, we will be stocking a large range of FALCON products, such as memory UPGRADES, both INTERNAL and EXTERNAL hard disks, Super VGA monitors, EMULATORS etc. at VERY competitive prices!

THE ULTIMATE-SUPER-RIPPER-MON

Now there is a mouthful for you! But no matter what you call it, combining SUPERMON with The Ultimate RIPPER cartridge is a stroke of genius. The many, many uses of Supermon are well known by now. Its Accessory/utility functions make it an essential add on to your computer. The RIPPER cartridge is not as widely known in Australia, although nearly everyone must have noticed the ads for it in the English Atari magazines.

Where their functions overlap, Supermon is undoubtedly easier to use, being GEM driven, and will be there for all your everyday uses.

The Ripper, however, is designed to do things that Supermon was not, and vice versa. The combination cartridge allows you to use Supermon as an everyday program, always there on call when you want it. When wanting to rip out music or sound files, games screens, sprites etc., you access the Ripper part of the cartridge in the normal way, and presto! you've got full access to all Ripper functions.

The Ripper cartridge was selling for \$129.=	It is now available at \$98.=
SUPERMON has always cost a mere \$ 98.=	It is STILL going for \$98.=

OR, you can now get both SUPERMON and the RIPPER in one single cartridge.

NOT for \$196. But for just \$145.=

And for existing SUPERMON owners who wish to upgrade to a new combination package? Send in your cartridge, the disk and \$50.=, and receive the new package in days!

AND YES!, If you have a Supermon with built in 10 year clock, this option is still available.

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Everything for your Atari



Get ready to celebrate...
Falcon has landed
at Multi Learn
NOW!

Yes... it's finally here! Come in for a test drive!

BUT... we have been advised that quantities won't be available until late March or April.

SO... we are giving Atari Club members the chance to get in early and secure a bit of history with a priority reservation. Give Chris or Keith a call and we will reserve* a brand new FALCON for you as soon as they land.

Stop Press! Present your Atari Club membership and we'll pay \$50 towards your new FALCON.....(March only)



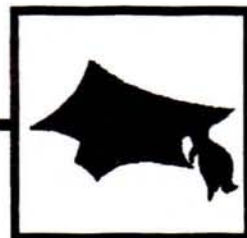
Multi Learn

Creative Learning Centre

1st Fl. 55 Belair Rd. KINGSWOOD 5062 Ph 373 0644

Just for Starters

Will Visser



Talking TECHNICAL



This is where we get (slightly) technical. We'll bandy words such as Multiperipheral Processor (MFP) and Asynchronous Communications Interface Adapter (ACIA). But don't get too scared, it is merely a quick rundown on what does what inside your computer.

Chips Galore!

The guts of the ST is a 68000 processor. This is a 16 bit chip. What does that mean?

It means that it has the ability to process 16 bits (2 bytes) at one time. Older computers handled 8 bits (1 byte) at a time. Think of a byte as a character, it's easier. So, 2 bytes at once means twice as fast. Also, this processor runs at 8 Megahertz or 8 Megs. Just means that 8 MILLION times a second it can do something. That's not so slow, is it. BUT there are a lot more chips in there.

For a start, there is a program that tells the 68000 what to do. Called the OS or TOS. (See other articles). As well, there is a DMA chip. Direct Memory Access. This is another processor, which can use the memory without bothering the 68000. In fact, they kind of take turns when needed. Then there is the Keyboard, ANOTHER

processor, totally the 68000. And the mentioned at the amongst other things like: the message, or: the another disk drive is finished etc. etc.

independent from that MFP we beginning, things, it keeps "interruptions". keyboard has a printer wants character, or: the finished etc. etc.

There is the FDC, the Floppy Disk Controller, looking after the drive, and the Sound chip, used for many things, sometimes even to produce sounds!! Mostly it looks after the printer and the floppies. Both of these are again processors in their own right. Small computers themselves.

There is the Shifter chip, which actually sends a constant stream of data to your monitor or TV, to produce a picture.

How They All Fit Together...

So how does that all fit together? Isn't it chaos in there?

Simple answer: Yes, it is. More complicated answer: Yes, it certainly is. But to sort it all out, there is a pair of chips, the MMU and GLUE chips which basically control

everything. Even the mighty 68000 is under their control.

For all practical purposes the MMU and GLUE chips can be regarded as one huge chip, in 2 packages, and I will refer to them as just GLUE from now on. By the way, MMU stands for Memory Management Unit and GLUE doesn't stand for anything, it's called that because it is the "glue" that holds all the different parts together.

When You Flick The Switch...

So here we go: You power up, the system (under control of its own program, the OS) does lots of checking and initialising. It checks your memory, it starts Shifter displaying the screen etc. etc. Then it tries to access the disk drive(s). This is where the DMA chip is told to go and get sector 0 from the disk. While it is doing that, the 68000 can continue to do other things.

This is where the GLUE chip(s) come in. They run twice as fast as anything else, and basically determine who can do what and when and to whom.

When the DMA chip has information, it signals and gets given permission to break in. At the same time, the MFP chip might be signalling for attention. This may be because the printer is waiting, the modem is signalling, the keyboard has a message, or other events. Or even everything once. In that case the MFP chip decides the priority to be given to different devices.

The printer, for example, is way down the list. It is so slow that a bit of a wait won't hurt. On the other hand, the disk drive is much higher on the

list. Too long a wait there and data will be lost! So the MFP signals for attention, and "pushes" the highest priority interrupt to the front. If there is no "higher priority" elsewhere in the system it is given attention. As it tells the processor just WHY it interrupted, the processor can go straight to the device needing attention. E.g. the keyboard reporting you have moved the mouse, how far and in which direction.

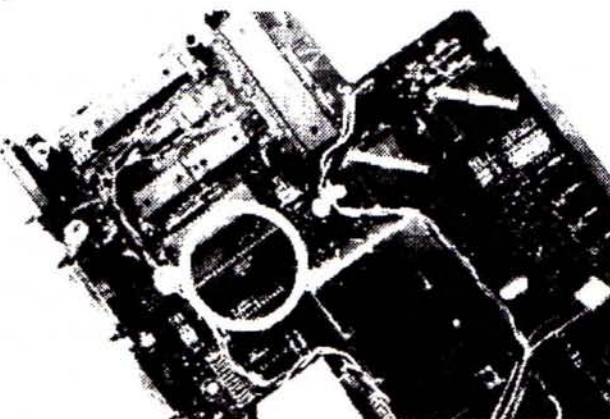
This is where that ACIA comes in. It acts as a "translator" between the system and the keyboard. The keyboard processor keeps track of everything the mouse, joysticks or keyboard do. It can actually store this information while the system is busy. Then it tells whether it was a mouse movement, or whether a key was pressed (or released) etc. Actually, the RS232 or modem port has its own ACIA as well. Meanwhile, as the system is trying to cope with all these events, 200 times a second it does a quick update of certain locations and values. On top of that 50 (or 70 in mono) times a second it does an enormous lot of "housekeeping". This means updating the screen display (where the mouse is etc.), advancing certain counters and resetting timers.

To top it all off, all the time GLUE is also instructing Shifter to start and keep drawing the screen, GEM might be

wanting to have a say, and 3 of the 4 timers built into the MFP are CONSTANTLY clamouring for action as well. Chaos is not really the word for it!

There is one very great advantage to have a so-called "interrupt driven" system like this.

In other types of setups, the programmer would



Chips Galore! The inner sanctum of an Atari STE. No, the editor can't make sense of it either.

Cont'd /

have to check all input devices. For example, in his program he would have a loop which he keeps going back to, which checks to see if the mouse has moved, whether the printer is ready for another character, whether the modem is ready with another character coming in, etc. etc. With interrupts, he can carry on with what he wants to do TILL such a time as something happens, do something about it, then go back as if he'd never been away.

For those who would like to know more about the ins and outs of all these things I would suggest the Abacus series of books, or Atari's Developers kit, now available from Atari Aust.

For the technical freaks amongst you, the

following: Yes, I am aware that this is a very simplified and sometimes less than accurate explanation. If you think you can do so much better, why isn't your article in here instead?

And lastly: No matter what you do to keyboard or mouse, you CANNOT damage your computer that way. Happy computing.

"Professor" Visser is a prominent member of the Queensland Atari Users' Group and proprietor of Super products, Benleigh, Queensland.

This is the fifth in a series of articles Will has kindly submitted for inclusion in FEEDBACK.

**AT
LAST!**

Developers Kit

Now Available!

Act quickly! Secure your copy of this programmer's and developer's essential companion.

COST

Full Kit + Disks: \$100, (plus freight/postage if applicable).

RULES

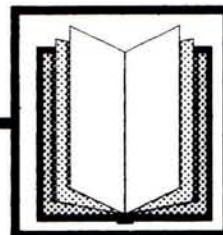
- 1) \$50 deposit payable at time of ordering.**
- 2) You must be a club member.**
- 3) You'll be required to sign a non-disclosure agreement.**

ORDERS

Bob McEwin 2638854
John Gentleman 3961659

Minutes

of previous meetings



Unley Senior Citizens Centre 1st February 1993

Meeting opened by President at 7.45pm.

New BBS number; 2764415

HP Laserjet 4 demo.

No apologies

President reported changes to postal charging system for FEEDBACK

Correspondence:

- 1) Gemulator - Promo. card from developers
- 2) Gordon Petersson - Renewal of subs.
- 3) Eric Arrighi - Renewal of subs.
- 4) J.B. Grafix - Various items for sale including a TT system
- 5) Keith Quist - Unable to renew membership due to changed family circumstances
- 6) ST Format - Letter re. Atari V P.C. comparison

Public Domain: ACE disk # 62 available

News & Comments:

- 1) Demo disk for printed circuit boards was brought along by a member
- 2) Steve Eads advised that he had found a source for toner kits in the U.S. which worked out to around half of the local price
- 3) Brian Petersson reported that, contrary to media reports originating in the U.S., Atari Australia were not concentrating their efforts on the Lynx machine. These comments attributed to Alistair Campion
- 4) Harris Scarfe; Lots of low grade/superseded stock for sale
- 5) All Tandy Stores now carrying STE's

Membership 126. Finances \$5242.61

Payments approved for:

Multilearn \$597
Advertiser Newspapers \$19
Australia Post \$104.85
Geoff Adams \$380

Editor advised all of:

Feedback deadline; 1st March

Meeting closed at 8.30pm

Unley Senior Citizens Centre 1st March 1993

Meeting opened by President at 7.45pm

President informed meeting of the following:

Apologies: Steve Eads
Stan Petersson (absentia in advance - April, May and June meetings)

Minutes of previous meeting read and accepted

- 1) The club's intention to purchase a Falcon system when available
- 2) The club's intention to host an "Open Day" at Unley approximately 8 weeks after the official release of the Falcon. Ideas and assistance were called for.

Cont'd /

Cont'd from previous page

3) The Atari Developers Kit has now arrived

4) Brian Rennie has replaced Alistair Campion at Atari Australia. Alistair is now employed by Atari on a contractual basis

Membership: 129 Finances: \$4259

Accounts passed for payment:

Australia Post (Box) \$65

Australia Post (Postage) \$80

Advertiser \$15.20

Developers Kit:

1) Advise intention to purchase by end March

2) Purchaser's must sign non-disclosure agreement

3) Price to members; \$100 per kit, plus postage if applicable.

A quantity of Paragon reports were made available for distribution

Atari Journal (Germany) now going out of print

President called for help for the librarian

Editor advised deadline for next FEEDBACK was tonight

Public Domain: Wayne Stanford now assisting Peter Fowell

Chris Cumming, Multilearn: TOS 2.6 chips now available. Price unknown at this stage.

Items for sale: Spectre GCR - David Ireland

Scanner Hire: Hire period now two weeks to help reduce the waiting list.

Meeting closed at 8.15pm

Brian Petersson gave a demonstration of the new Atari Falcon

For Sale

From
David Ireland
Tel. 278 8862

Spectre GCR cartridge, Version 3 with
Mac system disks.

All you need to get started.....**\$400**

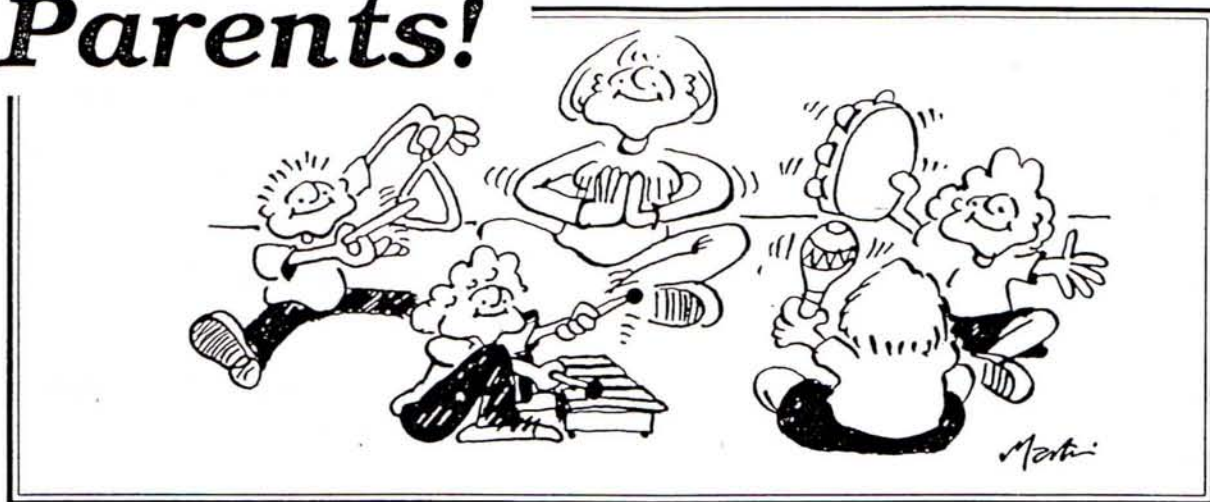
Neodesk 3 software**\$25**

Neodesk CLI.....**\$10**

Lattice C, Version 5.0**\$150**

Atari SM124 mono. monitor.....**\$150**

Parents!



Give your preschooler a flying start with music.

Research by the NSW Department of Education over more than ten years showed conclusively...

"Children who are given the opportunity to learn music in their early years significantly improve their learning ability and performance in every subject at school."

Young children have a natural ability to respond to music. They begin to learn about music from the time they can hear ...even before they are born.

Music is important in developing listening skills.

Our children should be absorbing music just as they are absorbing language.

The activities in our Early Development Programme are designed to assist and guide parents in exposing their children to music. Through active participation in musical experiences a child's development of concentration and memory can be enhanced. Musical games and activities help the development of gross motor skills, of body awareness and of finer hand-eye co-ordination. Allowing children to move in different ways to a variety of music gives children a greater awareness of their bodies and encourages imagination.

Today we are constantly bombarded by noise and so we "turn off". We need to develop the skills involved in listening attentively.

Our Early Development classes are fun-filled learning experiences for children and parents alike. They are conducted in groups up to 10 children with parental participation and include a wide range of singing, moving, listening and game activities.

Besides having a lot of fun you will be in the hands of experienced early childhood teachers, guiding you through the lessons and explaining the various activities. Curriculum is based on the teachings of Kodaly, Orff, Dalcroze and other internationally recognised musicians and educators.

Music is an excellent outlet for children to express and work through their emotions ...clapping, jumping, stamping, playing a drum or a cymbal or talking and singing through a puppet.

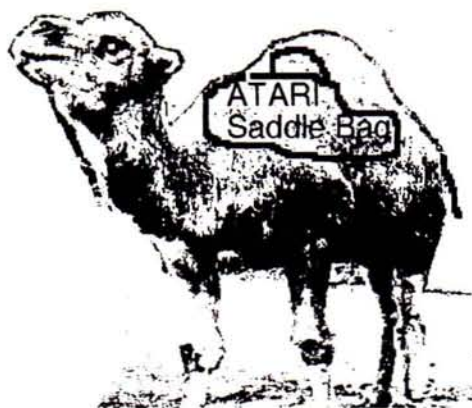
Come in and have a chat with Keith or Chris. We'd be delighted to show you over our facilities and arrange two free introductory lessons.



Multi Learn Australia

Creative Learning Centre

1st Floor, 55-57 Belair Rd., KINGSWOOD 5062 Ph. 373 0644
(Opposite Wonderland)



By
Bob McEwin

The Camel Delivery

Many of you who have never had the misfortune to deal with Atari in Sydney may wonder what we are on about in articles such as mine in this issue.

Well, I have the following on good authority, you see I happen to have a contact with the window cleaner who also has a contact with the tea lady.

The reason we have a major problem getting anything from Atari is the system. I use to blame it on incompetence, but I seem to have got it wrong. It is the delivery system they use.

This is how it operates. They have a trained camel who takes our deliveries to Adelaide, all by himself.

They give him a road map (coast map ?), mark where Adelaide is, pat him on the hump and away he goes.

One problem is because of the dangers of traffic and hi jacking he has to travel around the coast. As you may know this is a fair distance. But it is not always as planned as he has been known to have goods to us in under six months, and it is suspected that he could have cheated and come via the highway.

On one occasion he was found wandering around on the beach at Broom appearing lost and delirious. It seems that he developed a water leak in one of his humps, but fortunately because of his intense training he did not drink salt water.

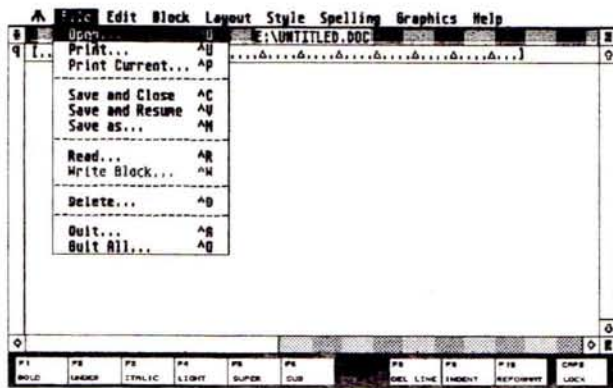
Another occasion he forgot the date (they should have used a n elephant) and arrived in Adelaide early Sunday morning. The poor thing had to wait around in the sun till Monday to make the delivery.

You may well ask, why not use the normal delivery system. Ha !, that is where they are smart. First they don't have any postage or freight to pay, secondly the camel can be tied up at the front door all night and when a delivery is needed, they just pop out to the door, stuff it in his saddle bag, pat him on the hump and he is off.

I had my computer returned from Sydney after repairs once, rolling around in the box MINUS THE PACKING. When I complained I was informed that as the camel was over the gross limit available on that delivery, all surplus packing had to be removed.

Then there was the time that I complained about no reply to my letters. Simple reason, the camel had gone to sleep one night and laid on the wrong side, splitting open the saddle bag, and of course some mail was lost. Still, like human beings, even camels are not perfect.

I trust this enlightens you on some of the problems experienced with Atari.



Creating an ASCII text file

Dave Colvill

So you're a word processor user and you don't own a printer, or yours is on the blink; else you've run out of paper, and the report's due first thing tomorrow. Maybe you've created a text file on an IBM at work or school and you want to bring it home and continue working on it, or vice versa.

For all these reasons and more, sometime or other you're going to need the adaptability of an ASCII text file.

Simply save your text file, employing the "ASCII Save" (or DOS-file save) option within the "file" menu of your word-processor, using an IBM formatted disk (double density). This particular formatting method creates a "boot sector" that is recognized by IBM and ATARI operating systems (IBM can't "read" an ATARI boot sector).

"Too good to be true", I hear you clamour, "the ability to transport my work across different computer "architectures". There are some limitations. You are confined to the standardised internal codes used by computers for the upper and lower case letters of the alphabet, numbers, punctuation marks, special characters (uppercase numbers) and certain control characters (used to control the printer). They are the standards of the "American Standards Committee for Information Interchange - ASCII".

This means NO ATTRIBUTES courtesy of your word processor; i.e. bold,

underlined, italics, fancy fonts and graphics, et al. However, this really isn't a restriction because you can load your "final" document into an IBM wordprocessor and add these attributes last, then print. Save your document with a .DOC extension to its filename, this extension is acceptable to most IBM wordprocessors.

You can get a reasonably well-finished look to your document using just the fonts and capabilities of the printer - see the printer manual.

A tip:- When printing multiple page documents, set the page length in your ATARI wordprocessor to 66lines, and set out your document accordingly. As most printers default to 66 lines/page, your printed output will be "paged" by the printer.

Finally, a few words of DOS to help get your document to the printer:

› A: (return)
› PRINT filename.DOC (return) (return)
or
› TYPE filename.DOC › PRN (return)
(filename.DOC must be in the root directory on your floppy disk).

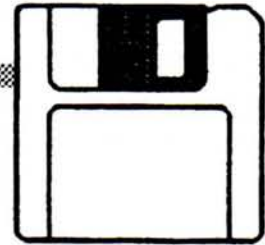
To view document on screen:

› TYPE filename.DOC | MORE (return).

No excuses now for not contributing to
FEEDBACK! ■

Public Domain Disk Review

Wayne Stanford



Utilities Disk # 156

\FOLDER \DLII

DLII.PRГ is a disk checker/editor and a file unerator which has many functions, as listed in the lengthy document. It will run on any ST in medium or high resolution.

REORG.PRГ is a disk reorganisation program. It will reorganise the position of the files on your disk, which will improve speed. it can also print a disk directory tree.

\FOLDER \MMM

MMM.TOS is called the Miki Mouse Monitor. It seems to be a memory copying and manipulation program. it is a little too complex for me to understand.

\FOLDER \MOUSEY

MOUSEY.ACC is a mouse accelerator utility which can triple the speed of your mouse's movements. It can also reverse the actions of your mouse.

\FOLDER \VANTERM 3.8

VANTERM.PRГ is a communications program and it looks very good. Unfortunately, I don't have a modem, but it looks to have many options.

\FOLDER \LGSELECT.PRГ

LGSELECT.PRГ is a replacement for the GEM file selector. It allows different methods of sorting, various allowable extensions and a selection of drives. STSELECT.PRГ is another replacement file selector, but it doesn't have all the functions of the Little Green Selector. MONO EMU.PRГ is a monochrome

emulator for your TV or colour monitor. It is very jerky and slow, and the display quality is very poor.

\FOLDER 2\BOOTMKER

BOOTMKER.PRГ is a program that will allow you to auto. boot any GEM program. Just select the program in the file selector and quit. This will create a file that must then be placed in the AUTO folder.

\FOLDER 2\CHAOS

CDC220.PRГ is a program that will compact a disk and save it as a file. This could be useful for backing up disks.

\FOLDER 2\MACCEL3

MACCEL3.PRГ is a mouse accelerator. Double click on the file from the desktop, edit then save the settings and copy it to the AUTO folder.

\FOLDER 2\PCFORMAT

PCFORMAT is an IBM formatter. Once you click on the PC FORMAT button, you are presented with a choice of drives, then a confusion alert box totally in German. I think it is asking for confirmation. Click on "Ja" to format or "Nein" to abort. Also the help box is in German - sort of!

\FOLDER 2\RAMLOAD

RAMLOAD.PRГ is a program to automatically copy files specified in RAMLOAD.INF to a ramdisk created by an auto booting program. The included document explains how to create the INF

file required by the program.

\FOLDER 2\RECOVER

RECOVER.TOS is a program to recover files (mainly text files) from a disk. It has a document explaining how to work it.

\FOLDER 2\SUPRBT60.LMH

SUPRBT 60.PRГ is an excellent bootup

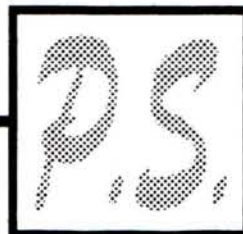
manager. It allows you to select which accessories to run, which DESKTOP.INF or ASSIGN.SYS files to have, and a lot more other functions.

\FOLDER 2\REVENGE.LMH

REVENGE.PRГ is a document dispenser. It has many different functions and can also print your document. This is packed full of functions and is an excellent utility. ■

Postscripts

Compiled by John Gentleman



Bye, Bye Atari Journal

Sad to hear this classy magazine has bitten the dust.

I dare say most of you wouldn't have heard of it. That's because the mag. was published in Germany and not surprisingly had little presence in the English speaking world.

The club received an issue every two months or so as part of our magazine exchange arrangements and I have a substantial pile of them sitting about four feet away from me right now.

I've got them because German friends keep promising - unfulfilled as yet - to translate articles for me. I'm all ears if you know of somebody else who can do it.

The production quality of the magazine was very much along the lines of the old START magazine - and we all know what happened to that! Pity.....

Miss the Falcon demo.?

Sorry to all those who missed out on the Falcon demonstration at the March meeting in Unley.

The truth of the matter is we were given zero notice that Atari were making the machine available, finding out as we did

only a few hours before the meeting. We thought we had better not miss the chance though!

It's a very impressive piece of hardware and we'll hear a whole lot more about it as more custom written software becomes available.

In case you missed it elsewhere in the magazine, your committee has decided to buy one and, with a bit of luck, we may have it for the April Unley meeting. As long as Atari don't send it via Transcontinental Camel Express!!

At the time of writing pricing for the machine hasn't been finalised but the rumour mill has it that the base machine (1 meg Ram and no hard drive) will retail for \$1000 and the next step up (4 meg RAM and built-in hard drive) around \$1600.

Don't quote me on these figures.

Chook's got a helper

Club member Wayne Stanford has kindly agreed to help PD Librarian Pete (Chook) Fowell with the awesome task of running the library.

Thanks Wayne, we need more like you. ■

Meeting Dates

1993



MONTH	UNLEY	MODBURY	COMMITTEE
JANUARY	No Meeting	No Meeting	N/A
FEBRUARY	1 Feb.	15 Feb.	23rd
MARCH	1 March *	15 March	23rd
APRIL	5 April	19 April	27th
MAY	3 May *	No Meeting	24th
JUNE	7 June	21 June	28th
JULY	5 July *	19 July	26th
AUGUST	2 Aug.	16 Aug.	24th
SEPTEMBER	6 Sept. *	20 Sept.	28th
OCTOBER	4 Oct.	18 Oct.	26th
NOVEMBER	1 Nov. *	15 Nov.	23rd
DECEMBER	6 Dec.	No Meeting	N/A

* Denotes deadline for FEEDBACK articles and submissions.

Bulletin Boards

Names, Numbers, Times, Dollars.



Atari Specialists

NAME	NUMBER	HOURS	SPEEDS	FEE
That Which is Not (Club BBS)	(08) 2764415	24	1200-2400	Free
ACE (NSW) BBS	(02) 8980873	24	300-9600	\$20 p.a.
System X (Multimedia)	(02) 3681320	24	300-9600	Free
Support AT-8 (8 bit)	(074) 975140	8pm - 8am	300-2400	Free
Ogre BBS	(09) 2471249	24	300-9600	Free
Others				
Adam	(08) 3705775	24	300-9600	\$50 p.a.
SA Country Club	(08) 2847991 & 2	24	1200-9600	Free

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